DT Objectives:

KS1 objectives:

Design purposeful, functional, appealing products for themselves and other users based on design criteria.

Generate, develop model and communicate their ideas through talking, drawing, templates, mock ups and where, appropriate, information and communication technology.

Select from and use a range of tools and equipment to perform practical tasks for example cutting, joining and finishing.

Select from and use a range of materials and components, including construction materials, textiles and ingredients, according to their characteristic.

Explore and evaluate a range of existing products.

Evaluate their ideas and products against design criteria.

Build structures, exploring how they can be made stronger, stiffer and more stable.

Explore and use mechanisms (for example, levers, sliders, wheels, axels) in their products.

Use the basic principles of a healthy and varied diet to prepare dishes.

Understand where food comes from.

KS2 objectives:

Use research and develop criteria to inform the design of innovative, functional appealing products that are fit for purpose, aimed at particular individuals or groups.

Generate, develop, model and communicate their ideas through discussion, annotate sketched, cross-sectional and exploded diagrams, patterned pieces and computer aided design.

Select from and use a wider range of tools and equipment to perform practical tasks (for example, cutting, shaping, joining and finishing) accurately.

Select from and use a wider range of material and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities.

Investigate and analyse a range of existing products.

Evaluate their ideas and products against their own design criteria and consider the views of other to improve their work.

Understand how key events and individuals in design and technology have helped shape the world.

Apply their understanding of how to strengthen, stiffen and reinforce more complex structures.

Understand and use mechanical systems in their products (for example, gears, pulleys, cams, levers and linkages.

Understand and use electrical systems in their products (for example series circuits incorporating switches, bulbs, buzzers and motors.

Apply their understanding of computing to program, monitor and control their products.

Understand and apply the principles of a healthy and varied diet.

Prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques.

Understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed.